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3 DO



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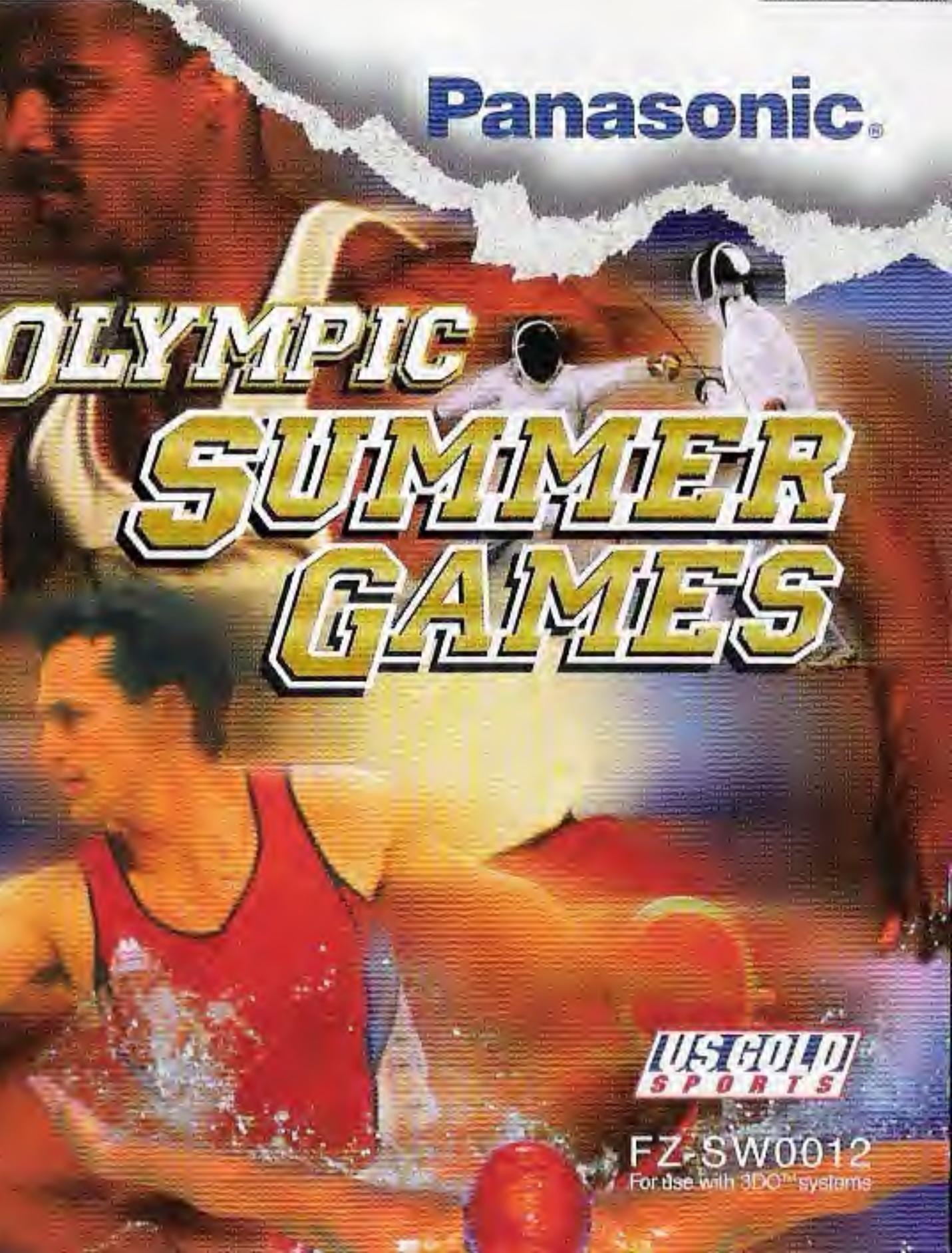
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OLYMPIC SOCCER

Welcome to The 1996 Atlanta Centennial Olympic Games, where you'll face the greatest array of soccer teams the world has to offer. Non-stop action is captured with incredible 3D graphics — bringing each player to life and spotlighting your favorite moves. Work your way through 33 International Teams in your dramatic quest for Olympic Soccer gold.



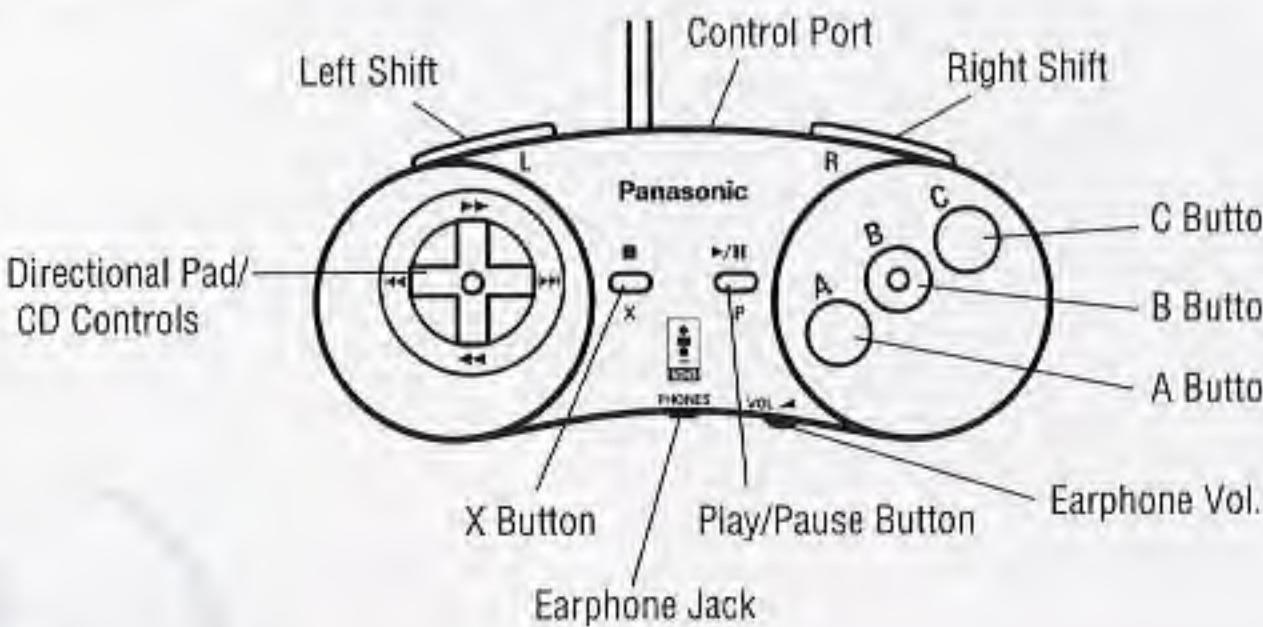
3 DO



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STARTING UP

- Turn on the power switch at the front of your 3DO Interactive Multiplayer. The power light should come on.
- Press the Open/Close button to open the CD tray, place the Olympic Games CD in the tray (label up) and press the open/close button again to close the CD tray.
- After a few seconds the 3DO logo should appear on screen, followed by the title screen.



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MAIN MENU

To progress through the game menus, use the Directional Pad to highlight an option and then press B to select, or C to return to the previous menu.

OLYMPIC

In this mode you compete in the full Olympic tournament, including all of the qualifying rounds against 29 other competitors. The aim of this event is to win as many medals as possible.

Start Starts the next event.

Save Allows you to save your current game to the Save Game Card.

Skip Skips the next event.

Exit Exits back to the main menu.

Game Access the game menu.

ARCADE

In this game mode you compete in all events in the tournament in turn, beating the qualifying scores. When you have finished all events you must repeat all the events only this time around each time you fail to qualify for an event. When all of your lives are expended the game will be over. The aim is to attain as high a score as possible.

Start Starts the next event.

Save Allows you to save your current game to the Save Game Card.

Exit Exits back to the main menu.

Game Access the game menu.



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CHALLENGE

In this mode you can choose any number of events to participate in. You compete against 7 other players (Human or CPU). The aim is to attain the highest score at the end of the game.

First you must select which events you wish to participate in. All of the events are in separate groups. Use the B button to enter each group and then the B button again to select any events you wish to participate in (selected events will be identified by a 3 symbol). The C button will return you to the previous menu. When you have finished selecting the events you require, the START button will start the tournament.

Start Starts the next event.

Save Allows you to save your current game to the Save Game Card.

Skip Skips the next event.

Exit Exits back to the main menu.

Game Access the game menu.

OPTION MENU

Player Allows you to access the PLAYER MENU

Load/Save Allows you to access the Load/Save screen.

LOAD/SAVE

Press UP/DOWN to highlight. Select and press B to activate. Use the Directional Pad to move the highlight to the correct slot and press the B button to select it. You are then given the option to Save or Load. If you are in mid-game it will only save your current position, and if you select Save while in the main menu you will save the current records. If you select to save into a full memory slot, you will be given the option to delete the slot.

Demo Will play a demonstration of a random event.

Records Will display the High Score table and the Medal table.

PLAYER MENU

Name Allows you to enter your name. (Maximum of three letters).

Country Allows you to change to the country that you will represent.

Control Allows you to choose ARCADE or OLYMPIC control method.

Controller Allows you to choose from one of three pre-set control configurations or choose which pad is assigned to a player.

Use the Directional Pad UP/DOWN to choose your preferred method of button tapping.

Note: default button tap is method 1 which is:

Button tap 1= A Button tap 2= B Action Button = C

Use Directional Pad LEFT/RIGHT to choose which pad is assigned to that player.

Use C when the correct settings have been made.

GAME MENU

Difficulty Sets the difficulty level to EASY, MEDIUM or HARD.

Sound Allows you to turn MUSIC, SOUND and SPEECH on and off.

CPU Skip This option enables you to skip the viewing of computer controlled competitors.

Controller This will allow you to select the method of control for each player.

Use the Directional Pad to choose method of button tapping

Note: Default button tap is method 1 which is:

Button Tap 1= A Button Tap 2= B Action Button = C

Use the Directional Pad to choose which controller is assigned to that method.

Use C when the correct settings have been made.

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CONTROLLERS AND CONTESTANTS

MULTIPLE PLAYER GAMES

Up to 8 players can play Olympic Games simultaneously. The game will automatically detect the amount of pads that are connected. If you wish to look at or change the pad distribution then please read the Controller section under the player menu. If you have more players than controllers then the game will share the pads between the players and will then make sure that the maximum amount of players can play simultaneously. This is only noticeable when playing 100m, 400m or 100m Crawl as the other events take turns with the competitors e.g. 8 players with two controllers would do the following:

Olympic Mode: The game will put 2 human players in each heat with 6 computer controlled athletes. If more than two humans reach the final then it will split the final so everybody has a fair chance.

Arcade Mode: This will put two human players in each race until they have all run once and then distribute the points accordingly.

(We strongly recommended that controllers are not removed from the 3DO Interactive Multiplayer during Play.)

CONTROL METHODS

ARCADE MODE

Simply tap your two selected buttons as fast as possible, the faster you tap the better the athlete will perform.

OLYMPIC MODE

A pointer will move up and down the bar, you must change the direction of the bar as close to the end of the bar as possible by pressing one of your selected buttons. If the pointer touches the end of the bar before you can change its direction you will lose speed.

THE EVENTS

TRACK EVENTS

100 METERS

Wait for the starter to signal the start of the race, then use the selected control method to increase your speed. Your 'Power Bar' will be displayed on screen, this is an indication of your speed.

If you jump the start you will be awarded a false start. If you false start 3 times you will be disqualified from the race.

Olympic Mode: 4 races with 1st and 2nd places going through to the final.

Arcade Mode: 1 race only.

400 METERS

Wait for the starter to signal the start of the race, then use the selected control method at a steady pace so your stamina does not become drained too quickly. Unless this option has been changed the default keys are 0 and 5 to run. Your 'Power Bar' is displayed on screen with your 'Stamina Bar' directly below it. You must judge at which point to start accelerating for the final part of the race. You must reserve sufficient stamina for the sprint finish.

If you jump the start you will be awarded a false start. If you false start 3 times you will be disqualified from the race.

Olympic Mode: 4 races with 1st and 2nd places going through to the final.

Arcade Mode: 1 race only.

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FIELD EVENTS

JAVELIN

When you are ready to start the event, build up your speed using the selected control method. A progress meter will be displayed under your power bar, you must press the Action button to throw the javelin before the progress indicator passes the red line. As you press the Action button, the launch angle of the javelin increases, this is displayed in a box above the power bar. You must release the Action button when you feel the release angle is correct. The optimum point for throwing is depicted by the red line on the run up bar. If you set your progress meter over the red line a foul throw will be awarded. If the javelin lands outside the legal area it will be classed as a foul.

Olympic Mode: 3 attempts.

Arcade Mode: 3 attempts.

HAMMER

When you are prepared to attempt your throw, use your selected control method to build up your speed. As you approach the correct throw position a direction marker will appear. You must then press the action button to choose the direction and hold it down and release it at the desired angle to set the trajectory of the throw. The optimum release point is depicted by the red line on the direction bar. If the hammer lands outside the legal area it will be classed as a foul.

Olympic Mode: 3 attempts.

Arcade Mode: 3 attempts.

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DISCUS

When you are prepared to attempt your throw, use your selected control method to build up your speed. As you approach the correct throw position a direction marker will appear. You must press the action button to choose the direction, hold it down and then release it at the desired angle to set the trajectory of the throw. The optimum release point is depicted by the red line on the direction bar. If the discus lands outside the legal area it will be classed as a foul.

Olympic Mode: 3 attempts.

Arcade Mode: 3 attempts.

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LONG JUMP

When you are prepared to attempt your jump, use your selected control method to gain speed. As you approach the jump line, a position marker will appear. You must press the action button at the optimum point to set the jump point, hold it down and then release it to choose the desired jump angle. The optimum jump point is depicted by the red line on the run up bar. If the action button is pressed too late the jump will be classed as a foul.

Olympic Mode: 3 attempts.

Arcade Mode: 3 attempts.

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TRIPLE JUMP

When you are prepared to attempt your jump, use your selected control method to gain speed. As you approach the jump line a position marker will appear. You must press the action button at the optimum point to set the jump point three times – once for each part of the jump. The closer you stop the marker to the red line, the greater distance you will jump. If the action button is pressed too late the jump will be classed as a foul.

Olympic Mode: 3 attempts.

Arcade Mode: 3 attempts.

HIGH JUMP

When you are prepared to attempt the jump, use your selected control method to gain speed. At the optimum point the blue 'jump bar' will start to rise. As the jump bar reaches the same height as the power bar, press the action button. Unless this option has been changed the default keys are 0 and 5 to run and M to jump. This will cause the athlete to flip himself over the bar. If the jump power is too low, or you are too inaccurate, you will fail the jump. You will also fail if the jump meter reaches its maximum point.

Olympic Mode: 3 attempts after every successful jump.

Arcade Mode: 3 attempts.



When you are prepared to attempt your jump, use your selected control method to gain speed. As you approach the jump line a position marker will appear. You must press the action button at the optimum point to set the jump point three times – once for each part of the jump. The closer you stop the marker to the red line, the greater distance you will jump. If the action button is pressed too late the jump will be classed as a foul.

Olympic Mode: 3 attempts.

Arcade Mode: 3 attempts.

HIGH JUMP

When you are prepared to attempt the jump, use your selected control method to gain speed. At the optimum point the blue 'jump bar' will start to rise. As the jump bar reaches the same height as the power bar, press the action button. Unless this option has been changed the default keys are 0 and 5 to run and M to jump. This will cause the athlete to flip himself over the bar. If the jump power is too low, or you are too inaccurate, you will fail the jump. You will also fail if the jump meter reaches its maximum point.

Olympic Mode: 3 attempts after every successful jump.

Arcade Mode: 3 attempts.



POLE VAULT

Use your selected control method during run-up to set the power of your jump. As you approach the ideal position on the run-up, a marker will start to descend to indicate the placing of the pole. Press the action button when marker is next to the white line. When the pole is planted a spring meter will appear. You must press the action button as the spring meter's pointer is level with the white line. If your jump power is too low, or you are inaccurate with the spring meter or the pole plant, you will fail the jump.

Olympic Mode: 3 attempts after every successful jump.

Arcade Mode: 3 attempts.



SWIMMING

100M CRAWL

Wait for the starter to signal the start of the race, then use the selected control method at a steady pace so your stamina is not drained too quickly. Your 'Power Bar' is displayed on screen with your 'Stamina Bar' directly below it. You must use your skill and judgement to ensure that you do not run out of stamina in the final stages of the race.

If you jump the start you will be awarded a false start. If you false start 3 times you will be disqualified from the race.

Olympic Mode: 4 races with 1st and 2nd places going through to the final.

Arcade Mode: 1 race only.



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SHOOTING

RAPID FIRE PISTOL

Shoot all the targets as fast as you can as close to the center as possible, if you miss a target you will lose points. Use the Directional Pad to aim the pistol and the action button to fire. You must hit all five targets three times. The red bar on the right side of the screen is the time meter, this will fall as you run out of time on each target. If the bar reaches the bottom before a shot is fired, the next target will appear and you will lose valuable points. You must hit all targets in the first round in eight seconds.

The next five targets must be hit in six seconds.

The last five targets must be hit in only four seconds.

Olympic Mode: 6 rounds, 2 of each time limit.

Arcade Mode: 3 rounds, 1 of each time limit.

SKEET SHOOTING

The competitor must take a total of twenty-five shots from eight different firing positions. The 'Skeets' are fired from two sheds at either side of the range. From positions 1, 2, 6 and 7 the athlete must hit skeets fired from the high shed, the low shed and then from both at the same time. At 3, 4, 5 and 8 the athlete must hit skeets fired from the high shed and then the low shed. The last shot is either a repeat of the first target missed or a target fired from the low shed. Each round will be signalled by a call from the judge up to 3 seconds before the first skeet is released. You control the crosshair using the Directional Pad and fire from the two barrels using buttons A and B (each one corresponds to a trigger).

Olympic Mode: 25 shots.

Arcade Mode: 25 shots.



ARCHERY

The Directional Pad moves the sight around. The direction and strength of the wind is shown by the compass which is underneath the camera view. The slower the wind is, the closer to the sight the arrow will land. Points are scored according to where the arrow lands: White (outer) 1 point, (inner) 2; Black (outer) 3 points, (inner) 4; Blue (outer) 5 points, (inner) 6; Red (outer) 7 points, (inner) 8; Yellow (outer) 9 points, (inner) 10. The longer you take to aim, the more stamina you lose, and the more the sight wobbles randomly. Each competitor has six arrows per round. The archer with the highest cumulative total wins.

Olympic Mode: 6 rounds.

Arcade mode: 2 rounds.

GENERAL

WEIGHT LIFTING

When you are prepared to attempt your lift, use your selected control method to build up power. As the power reaches a certain level a jerk meter will start to rise. As the power and jerk bars meet, you must press the action button to begin the lift, this will take you to the first stage of the lift (the clean). You must then repeat this process to jerk the weight above your head (the jerk). If you manage to lift the bar above your head you must keep it there until it is judged to be a success. If during this stage you start to wobble you must use the left and right Directional Pad to compensate. If you fail to achieve enough power, or are inaccurate with stopping the jerk bar, or the jerk bar reaches its maximum, you will fail the attempt. You will also fail if the athlete wobbles for an excessive amount of time in the final stage.

Olympic Mode: 3 attempts at every successful lift.

Arcade Mode: 3 attempts.



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FENCING

Use the Left/Right Directional Pad to move your fencer left or right respectively. To defend against the opponent's attacks move away, and your fencer will choose the appropriate blocking move. Holding down the A button allows you to enter attack mode. If you now press one of the Directional Pad this will trigger the corresponding action:

Up = High Lunge, Forward = Mid Lunge, Down = Low Lunge, Back = Fleche.

The B Button triggers the automatic reposte, where your fencer dodges an attack and performs a quick swipe. This move cannot be defended against if timed correctly, but it leaves your fencer wide open for a counterattack. When an attack connects, a point is scored. If the two fencers attack at the same time, neither gets a point. The first fencer to five points wins the round.

Olympic Mode: 4 rounds of 16 competitors on a knockout basis.

Arcade Mode: This event is not included.

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